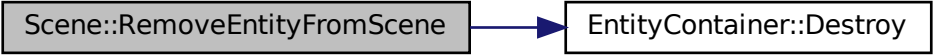


Scene::RemoveEntityFromScene



```
graph LR; A[Scene::RemoveEntityFromScene] --> B[EntityContainer::Destroy]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'Scene::RemoveEntityFromScene'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'EntityContainer::Destroy'.

EntityContainer::Destroy